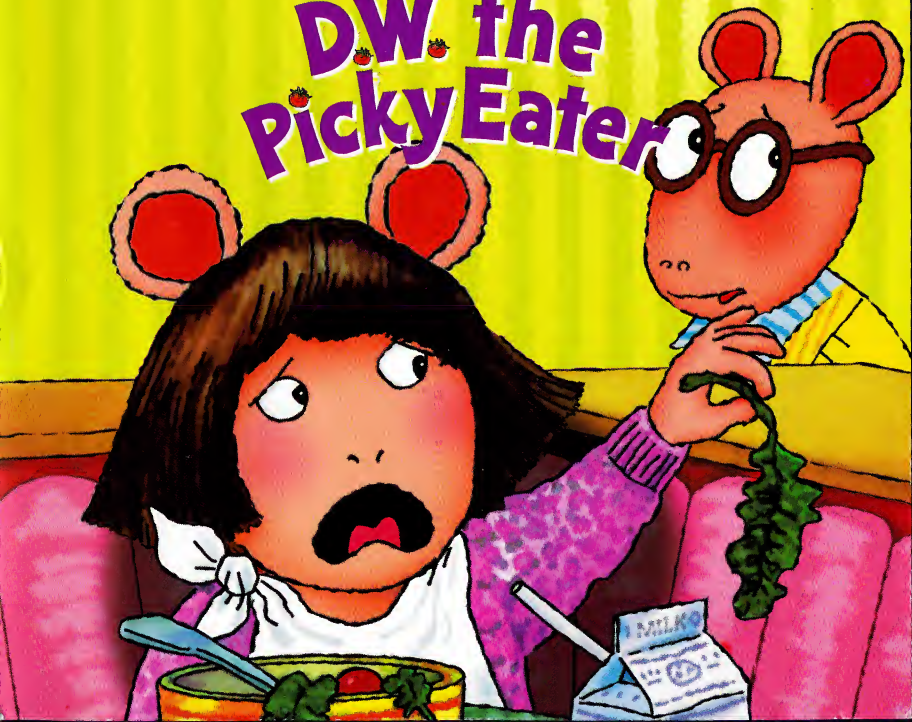




MARC BROWN

DW the Picky Eater



Welcome to the world of **Living Books**®. You and your child are about to experience a fun and fantastic learning environment where characters and objects come alive and bring a whole new dimension to storytelling. To install your **Living Books** product, please follow these directions. Refer to the **ReadMe** file on your **Living Books** product for troubleshooting, technical support information, and more!



Windows 95 and Windows 98

To Install

- Begin at the Windows desktop.
- Insert the CD-ROM into your CD-ROM drive.
- The **D.W. the Picky Eater** startup window will appear.
- Click the **Install** button and follow the on-screen instructions to install the program.

If the **D.W. the Picky Eater** startup window does not appear automatically on screen, you can install the program manually:

- Click the **Start** button on the taskbar and choose **Run...**
- Type **D:\SETUP.EXE** in the line labeled **Open**. (If your CD-ROM drive uses a letter other than **D**, substitute that letter for **D**.)
- Click the **OK** button and follow the on-screen instructions to install

D.W. the Picky Eater.

To Play

After successfully installing the program, click the **Run** button at the startup window to start the program. The startup window will usually appear each time the CD-ROM is inserted into the CD-ROM drive.

If the **D.W. the Picky Eater** startup window does not appear automatically on screen:

- Begin at the Windows desktop.
- Click the **Start** button, point to **Programs**, and then **Living Books**.
- Click the **D.W. the Picky Eater** menu item to start the program.

To Remove

If you need to remove **D.W. the Picky Eater**, begin at the Windows desktop. Click the **Start** button, point to **Settings**, and then click **Control Panel**. Double-click the **Add/Remove Programs** icon. Click the **Install/Uninstall** tab and select **D.W. the Picky Eater** from the list of programs. Click the **Add/Remove...** button, and then click the **Yes** button to remove the program. Click **OK** to clear the screen.



Windows 3.1x

To Install

- Begin at the Windows Program Manager.
- Insert the CD-ROM into your CD-ROM drive.
- Click the **File** menu, and select **Run**.
- Type **D:\SETUP.EXE** in the line labeled **Command Line**. (If your CD-ROM drive uses a letter other than **D**, substitute that letter for **D**.)
- Click the **OK** button and follow the on-screen instructions to install the program.

To Play

After successfully installing the program, a program group titled **Living Books** will be created in the Windows Program Manager. It will contain an icon labeled **D.W. the Picky Eater**. Double-click this icon to begin playing.

To Remove

If you need to remove **D.W. the Picky Eater**, begin at the Windows Program Manager. Double-click the **Living Books** program group. Next, double-click the **Uninstall D.W. the Picky Eater** icon. When prompted, click the **Yes** button to remove the program. Click **OK** to clear the screen.



Macintosh or Power Macintosh

To Install

- Insert the CD-ROM into your CD-ROM drive.
- Double-click the icon **labeled D.W. the Picky Eater Installer** and follow the on-screen instructions to install the program.

To Play

- To play **D.W. the Picky Eater**, insert the CD-ROM into your CD-ROM drive.
- Double-click the icon labeled **D.W. the Picky Eater** to begin the program.

How to Contact Technical Support

If you need assistance, you can contact Brøderbund Technical Support by using the options listed below. If possible, have the computer both positioned near your phone and turned on. Please also be prepared to give us a detailed description of what happens when you try to run the program.

You can contact us in any of the following ways:

- **Internet**—Online support is available through our World Wide Web site at <http://www.broderbund.com/support>
- **America Online**—Use the Keyword: BRODERBUND
- **Mail**—send your questions to Brøderbund Technical Correspondence, PO Box 6125, Novato, CA 94948-6125
- **Phone**—Call us at (415) 382-4710 from Monday through Friday between the hours of 6:00 a.m. and 5:00 p.m., Pacific Time.



How to Play D.W. the Picky Eater

D.W.'s room is the first place that you'll visit. From this room, you can read the story, play activities, get help from D.W., view the credits, and quit.

Click here to go to
a specific part of
the story.

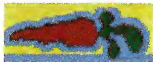
Click here to view
the Credits.

Click here for Help.



Click here to go to the
first page of the story.

Click here to play
Save the Garden.



Page turners—Click these carrots to go to the next or previous page in the story.



Spinach Cursor—You will see this spinach leaf when the cursor is over something clickable.



Bedroom Door—Click on this door to quit the program.



D.W.—Click on D.W. to return to her room, which is the program's navigation screen.



Traffic Light—Click the Traffic Light when you want to quit an activity and return to the previous screen.

Click here to quit the program.

Click here to play in the Play House.

Click here to play Story Maker.

Click here to play the Food Pyramid game.



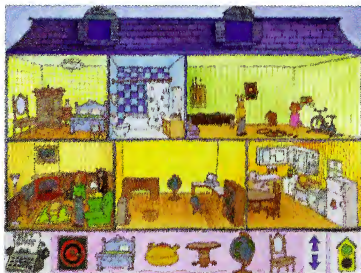
Activities

There are five activities that you can play from within the story. The Play House, Story Maker, Save the Garden, The Food Pyramid, and Sticker Fun.

The Play House

The Play House is a creative activity in which you decorate the inside of a play house by placing furniture, household items, and "paper doll" versions of D.W.'s family in the rooms.

How to Play: The Play House activity has two modes of play: EASY and HARD. In EASY mode, you can place furniture and characters anywhere you want in the Play House. In HARD mode, you try to place each item or character in the correct room. To move an item or character, click it, drag it where you want, and then click the mouse again to release it. You can move items and characters from room to room until the last item or character has been moved from the bottom of the screen. After placing the furniture in each room, click the Typewriter to print a copy.



Story Maker

Story Maker lets you create and print your own story by selecting pictures and phrases related to a specific story theme.

How to Play: Click a theme to select it. Then click either a picture, or a phrase, to place it automatically on the page template. Pictures go to the top; phrases go to the bottom. To "undo" your last selection, just click the Eraser. After completing the page, click the Right Arrow at the bottom of the



template to advance to the next page. Keep going until the last page is completed. On the last page you'll see the words "The End" at the bottom of the page. Click the Newspaper Stack to print all the pages of your story, or click the Typewriter to print the current page.

Save the Garden

Save the Garden is a fun and fast activity that exercises your reflexes while improving hand-eye coordination. In Save the Garden, you try to stop a gopher from stealing all the carrots in the vegetable patch. You'll use your mouse to splash water on the plants before the pesky gopher can pull them underground.

How to Play: When you see a plant begin to move, click it with your Water Bucket pointer to splash water on the plant. The water will stop the gopher from pulling the plant underground. You'll need to be quick, because the gopher is too! Each time you play the game, the gopher will get faster and faster at stealing the carrots. When the gopher pops out of his hole, click on him and see what happens!



The Food Pyramid

The Food Pyramid is a learning activity in which you build the food pyramid by identifying specific foods that D.W. is thinking about.

How to Play: A thought bubble appears over D.W.'s head containing three different foods. D.W. then names the food she is thinking about, and you have to click the food she's named. If



you select the correct food, D.W. catches a brick that falls out of the air; and throws it to Arthur. Using the brick from D.W., Arthur starts building the food pyramid. In Round 1 you must correctly select 12 food items to build the pyramid. In Round 2, you must correctly select 22 food items.

Sticker Fun

In this activity, children learn to associate specific words with the objects those words identify.

How to Play: Each story page has two or more uniquely highlighted "sticker words." Click on a sticker word to hear it read to you and to open the Sticker page. Click the sticker that matches the word and the cursor becomes that sticker. Click again and the sticker will replace the word on the story screen page. Before you select the correct sticker, you have three choices: you can click the word to hear it again, you can click the Traffic Light to return to the story screen, or you can click the Typewriter to print all the stickers.



SHORTCUTS

WINDOWS

Mouse Click

ENTER

ALT F4



ALT TAB

ALT ESC

Stop Openings, Closings,
and Text Readings

Go to Main Page

Quit Program

Next Page

Previous Page

Volume Level

Select Other Applications

Move to Taskbar

MACINTOSH

Mouse Click

RETURN

⌘ Q



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MARC BROWN

D.W. the Picky Eater

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DATA STORAGE



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Children's Menu



Three Little Pigs in Blankets



Farmer in the Deli Bagel Platter



Pirate Pita Pocket



Little Bo Peep Pot Pie



Goldilocks Griddle Cakes



Three Bears Burger and Fries